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\* **SMUG BYTES**

\* Volume 6, Number 8  
\* August 1989

\* Subscriptions = \$10.00 per year  
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\* SINCLAIR MILWAUKEE USERS GROUP  
\* P.O. Box 101, Butler WI 53007

\* **THIS MONTH:**

- \* - The 1990 Sinclair Fest
- \* - Rudy's SQ Notes.
- \* - The 1990 Sinclair Vendors
- \* - Presidents Message
- \* - And Other Great Things

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\* **NEXT MEETING DATE: 09/06/89**

\* Send all contributions by the  
\* 3rd Wednesday of the month to:

\* Bill Heberlein  
\* Editor  
\* SMUG BYTES  
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\* Milwaukee WI 53225

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## THE 1990 SINCLAIR FEST

Guess what! There will be a Sinclair Fest in the Midwest next year. We of SMUG will hold one in the Milwaukee area. The date will be June 1, 2 and 3 of 1990. That is Friday, Saturday and Sunday, the first weekend in June. The prices will be reasonable as the motel is going to charge a flat rate of \$45 per room no matter how many are in a room. There would be an extra charge if a roll away bed is needed. The room will contain two double beds, if requested. It has a nice indoor pool and the food is excellent. I hope to "See You In Milwaukee".

We will work out the prices at our next meeting and let everyone know what they are. Friday night will be a banquet starting at 6:30. It will be a

buffet with three types of food. Come and bring your appetite. Get your reservations in early as the seating will be limited. We are hoping to have displays using the packet radio and telescope tracking. Nothing is firm yet but we are talking. The seminars are wide open so if any of you coming would like to impart your gleaned wisdom on to others please let me know. I hope to have some local vendors selling disks, paper and other peripherals for our computers. So bring money as the "Price Is Right". Along with the expo we hope to have the national (SNUG) meeting Saturday night. Set that weekend aside. June 1, 2, 3, 1990.

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## "SQ" NOTES

BY R.A.HILSMANN

Lotto finally came to Wisconsin! Better late than never! This of course calls for a program to pick the numbers for you, and do some of the other chores related to the number game for you. Would you believe it? I had written such a program some years ago when Lotto came to Illinois. Of course I wrote it to be functional at the time, and not for beauty. Well I sat down the other week and cleaned and polished it for you, besides, I added some other routines to it which will let you do some crazy things if you wish to do so.

But before I get to talk about this program in detail, let me give you a short history of the game. The first time I heard of Lotto, was around 1950, when the City of Berlin (Germany) came up with what was then called "Berliner Zahlen Lotto", which translated into english means "Berlin Number Lotto". It was designed to aid in paying for the Berlin Air-bridge at the time, but was kept active after the fact to pay for other things as well.

Lotto as the Germans call it, was one of the Games available for the enjoyment of the populace, the other was called "Fussball Totto" or "Football Totto". Lotto had at first a hard time competing with "Totto", but is now ahead in sales over all other games in Germany.

The game at that time was played using 7 picks out of 45 numbers, but today it is 6 picks out of 49. The major difference is the way the payout is handled over there, if the game does not have a winner with 6 correct picks, and since the game is parimutuel, the percentage of the payout allocated for 6 correct numbers is distributed to the percentage allocated for 5 and 4 correct picks, which amounts to an average payout of 50,000 to 200,000 for the 5 match, and 1,000 to 8,000 for the 4 matched numbers category if this

happens. Of course Lotto is played at the national level in Germany, which with a population of 60 million makes for a larger pot available at each drawing. All moneys are paid out in full (none of this 20 year \$#^t, which not even pays interest on the money you win, a real bonanza for the state, as anyone with an IQ of 90 can figure out), and since the state has already taken off 45% of all moneys as its cut for administrating and taxes, all payouts are taxfree (the state can not tax you twice on the same money, or can they??!! another rip-off??). Well, I guess I could go on, but let me talk about the program itself now (before my eye glasses get all steamed up).

The program is written in basic, but if you have a compiler, you should compile all, or a portion of it. Type the program in, and run it. The Main Menu will come up as you do so, let me explain each option on the menu now.

1) Quick Pick; will pick 6 numbers 6 times at random, enough to fill one Lotto America sheet for \$3.

2) Mixed Pick; this will allow you to add one or more numbers to each six picks. The numbers you add will show on all single bets of six picks each, while the remaining numbers for each bet will be picked at random by the computer.

3) System Pick; will allow you to either pick 12 numbers yourself or let the computer pick them for you. The computer will now pick a bet (six numbers) at random from only those twelve numbers.

4) Winning Numbers; this will display another menu:

1) enter winning numbers; will let you enter a list or a single entry of drawn winning numbers for further reference.

2) most winning numbers; will display the most winning numbers out of the list provided.

3) view all winning numbers; will display a list of all winning numbers entered.

4) exit to main menu

5) Odds Demo: if you press 5) on the main menu, a prompt will appear asking you if you would like to bend the odds. If you answer yes, you will then be able to enter one or more numbers which then will appear in each and every pick your computer will generate against the numbers you enter next. This will simulate the effect of using option 2) Mixed Pick. If you're honest, you should on the last prompt elect the random numbers generated by the computer by pressing zero (0), this would of course simulate totally what would happen if you would add fixed numbers for each pick since you dont know what numbers would come up in the real world drawing (neither will you know which numbers the computer will pick).

Now, lets continue with the next prompt which will ask you to turn the printer on if you would like a hardcopy of all matched numbers. You also will have the option to have all picks with three correct numbers printed out.

While running option 5) you will have an option to speed up or delay the pause (after each six picks). Holding down keys one (1) to cap Z (last letter in alphabet) will have the effect of having a PAUSE 5 when pressing one (1), incremented by five (5) for each letter in succession as to the value in ASCII (pressing two, for instance, will set the pause to ten (PAUSE 10)).

Pressing the Spacebar will let you exit, and in addition, display on the screen the number of times each number from 1 to 54 had been selected by the computer for all picks.

6) Enter & View Picks; will let you enter your bets if you elected to pick them yourself, this is necessary if you like to check your winnings using this program.

7) Check Winnings; will let you enter the drawn winning numbers (which are automatically added to the winning number list (option 4)), and then check the winning numbers against your picks.

8) Save & Load Data; allows you to save or load the winning number list, and also the list holding your last picks.

Since this program is written in basic, I strongly recommend to compile it. There are a lot of calculations to be made, and this takes time. The program, as you see it, is set up for TimeMachine, the portion beginning with line 9000 should be left in basic.

The program also features tripple randomizing of the numbers generated, just plain RND\*number will generate numbers in a pattern repeating the same sequence over and over.

Quick Pick, Mixed Pick & System Pick numbers generated by the computer are automatically put into the pick list, the old numbers will be lost, unless they were saved to disk. The list will hold 60 bets, while the winning number list will hold 2,496 entries (6 numbers each).

How good is the program? Well since any number is as good as any other when it comes to Lotto, numbers totally generated at random are the best. You may twist and bend the numbers as you like, if your number is not drawn, you wont win. The amount of bets you make does not increase your chances by much, the chance to have 6 correct numbers is 1 to 12,913,583, if you make 6 bets at \$3 for a whole sheet, your odds are down to 1 to 12,913,577, because those are the number of bets you would still have to make to win. So don't blow your money, believe me it does not make much of a difference when you talk about betting \$30, \$40 or perhaps hundreds of \$\$, If your number comes in that's luck, nothing else, no matter how you try. If you don't believe me try the Odds Demo, that is why I added it to the program.

Have fun! I've won already \$43 using this program, and I know I was lucky, 'till next month... R.A.H.

```

1 REM ! INT +a(),b(),c(),d(),e
0 ,g(),f1,ps,l,n,f,fl,j,o,s,t,w
x,y,z,bet,count,four,five,numbe
r,six,three
2 REM ! LEN a$<=30
3 REM ! LIST
5 REM ! LINE 570
9 REM ! OPEN #
10 GO TO 410
20 PRINT AT 0,0;"K;" sheets","b
ets ";"k*6;"spend $" ;k*3"'; FOR
l=1 TO bet: IF fl1=1 THEN GO SUB
2050
30 FOR n=z TO count
40 LET t=INT (RND*number)+1: I
F fl1=4 THEN LET a(l,n)=b(t): GO
TO 60
50 LET a(l,n)=g(t)
60 IF CODE INKEY$>48 THEN LET
ps=((CODE INKEY$)-48)*5
70 FOR x=1 TO n-1: IF a(l,x)=a
(l,x) THEN GO TO 40
80 NEXT x: IF CODE INKEY$=32 T
HEN GO TO 550
90 LET c(a(l,n))=c(a(l,n))+1:
NEXT n: GO SUB 140: PRINT AT l+l
+2,0: NEXT l: PAUSE ps: LET k=k+
1: IF fl1=1 THEN GO SUB 540: GO T
O 20
100 PRINT AT 19,0;"Press 1) for
more"/" 2) to copy"/" 3) for menu": PAUSE 0: IF INKEY
$="1" THEN CLS : GO TO 20
110 IF INKEY$="2" THEN COPY
120 IF INKEY$="3" THEN LET d(((k-1)*6)+l,1)=0: GO TO 430
130 GO TO 100
140 FOR x=1 TO count-1: LET j=x
: LET t=a(l,x+1)
150 IF t>=a(l,j) THEN GO TO 170
160 LET a(l,j+1)=a(l,j): LET j=
j-1: IF j>=1 THEN GO TO 150
170 LET a(l,j+1)=t: NEXT x: IF
fl=3 THEN RETURN
180 FOR x=1 TO count: PRINT a(l
,x)";": IF fl=0 THEN IF k<11 T
HEN LET d(((k-1)*6)+l,x)=a(l,x):
190 NEXT x: IF fl=0 THEN RETURN
200 GO SUB 330: PRINT TAB 23;"m
atch ";o: IF o>3 THEN BEEP 2,2
210 IF o>w THEN LET a$="": FOR
x=1 TO count: LET a$=a$+STR$ a(
l,x)+"": NEXT x: LPRINT k*6;" *"
;a$;" =>(");o;")"
220 IF o=3 THEN LET three=three
+1: PRINT AT 21,0;"3's=";three
230 IF o=4 THEN LET four=four+1
: PRINT AT 21,9;"4's=";four: GO
SUB 1540
240 IF o=5 THEN LET five=five+1
: PRINT AT 21,18;"5's=";five: GO
SUB 1540
250 IF o=6 THEN LET six=six+1:
PRINT AT 21,27;"6's=";six: GO SU
B 1540
260 RETURN
270 CLS : PRINT AT 10,0;"Enter
the numbers which the computer
should pick against"/"enter
the numbers one at a time. Enter
zero(0) for random numbers"
280 RESTORE 400: PRINT AT 2,0,/
: FOR x=1 TO count: READ a$: PRI
NT AT 21,0;"enter ";a$;" number
(1 TO ";number;)": INPUT b(x):
IF fl=2 THEN IF b(x)=0 THEN GO
TO 280

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290 IF b(x)=0 THEN GO TO 350
300 PRINT AT 2,x*3;b(x);": I
F fl=2 AND fl1=2 THEN LET d(l,x)
=b(x)
310 NEXT x: PRINT AT 21,0,,, IF
fl=2 OR fl1=4 THEN RETURN
320 CLS : PRINT AT 19,0: FOR x
=1 TO count: LET a(1,x)=b(x): NE
XT x: LET l=1: LET fl=3: GO SUB
140: FOR x=1 TO 6: PRINT a(1,x))
": NEXT x: PRINT AT 21,0;"3's
=";three;AT 21,9;"4's=";four;AT
21,18;"5's=";five;AT 21,27;"6's=
";six;AT 2,0: LET fl=1: GO TO 20
330 LET o=0: FOR x=1 TO count:
FOR n=1 TO count: IF a(l,n)=b(x)
THEN LET o=o+1
340 NEXT n: NEXT x: RETURN
350 PRINT AT 5,0: FOR x=1 TO co
unt
360 LET b(x)=INT (RND*number)+1
: FOR n=1 TO x-1: IF b(x)=b(n) T
HEN GO TO 360
370 NEXT n: PRINT b(x);": IF
x=6 THEN PRINT '
380 NEXT x: PAUSE 200: IF fl1=4
THEN RETURN
390 GO TO 320
400 DATA "1st","2nd","3rd","4th
","5th","6th","7th","8th","9th",
"10th","11th","12th"
410 DIM b$(2496,6)
420 DIM d(60,6)
430 GO SUB 8000
440 CLS : PRINT AT 0,10;"LOTTO
NUMBERS": ****: ****: ****: ****
****: ****: PRINT AT 4,0;"Press
1) for QUICK PICK"/"2) for
MIXED PICK"/"3) for SYSTEM PICK
"/"4) for WINNING NUMBERS"/"5
) for ODDS DEMO"/"6) to ENTER &
VIEW PICKS"/"7) to CHECK WINNI
NGS"/"8) to SAVE & LOAD DATA"
450 PAUSE 0: IF INKEY$="1" THEN
GO TO 1000
460 IF INKEY$="2" THEN GO TO 20
00
470 IF INKEY$="3" THEN GO TO 30
00
480 IF INKEY$="4" THEN GO TO 40
00
490 IF INKEY$="5" THEN GO TO 50
00
500 IF INKEY$="6" THEN GO TO 60
00
510 IF INKEY$="7" THEN GO TO 70
00
520 IF INKEY$="8" THEN GO TO 80
00
530 GO TO 450
540 FOR f=2 TO 13: PRINT AT f,0
/: NEXT f: RETURN
550 PRINT AT 14,0: FOR f=1 TO 5
4: PRINT f,c(f): NEXT f: PRINT
"K;" sheets"/"k*6;" bets"/"four
=";four"/"five=";five"/"six =
";six: GO SUB 4130: GO TO 430
560 REM ! CLOSE #
570 REM ! OPEN #
580 GO TO 430
590 PRINT AT 16,0;"RANDOMIZING
NUMBERS, Please wait": RETURN
1000 CLS : LET fl=0: GO SUB 590:
GO SUB 1500: CLS : GO TO 20
1500 LET fl1=4: LET count=54: GO
SUB 1510: LET count=6: LET fl1=
0: RETURN

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1510 FOR x=1 TO count
1520 LET g(x)=INT (RND*number)+1
: FOR n=1 TO x-1: IF g(x)=g(n) THEN GO TO 1520
1530 NEXT n: NEXT x: LET s=1: RETURN
1540 LET y=g(1): FOR x=1 TO count-1: LET g(x)=g(x+1): NEXT x: LET g(count)=y: LET s=s+1: IF s=8 THEN GO SUB 1500
1550 RETURN
2000 CLS : GO SUB 8000
2010 PRINT AT 10,0;"Enter the number(s) you wish to/""incorporate into all picks.""/"Enter zero (0) when finished": PRINT "/": FOR z=1 TO 6: INPUT "enter number from 1 to 54 >";e(z): PRINT e(z);"/": IF e(z)=0 THEN GO TO 2030
2020 NEXT z
2030 LET fl1=1: IF fl1=1 THEN RETURN
2040 CLS : GO SUB 590: GO SUB 1500: CLS : LET fl1=1: GO TO 20
2050 FOR x=1 TO z: LET a(l,x)=e(x): NEXT x: RETURN
3000 LET count=12: LET fl1=4: CLS : PRINT AT 10,0;"Enter 12 system numbers"/"Enter zero (0) for random pick": GO SUB 280: LET count=6: LET number=12: CLS : GO TO 0
4000 CLS : GO SUB 8000: PRINT AT 5,0;"Press"/"/"1) to enter winning numbers"/"/"2) for most winning numbers"/"/"3) to view all winning numbers"/"/"4) to exit to main menu"
4010 PAUSE 0: IF INKEY$="1" THEN GO TO 4060
4020 IF INKEY$="2" THEN GO TO 4090
4030 IF INKEY$="3" THEN GO TO 4120
4040 IF INKEY$="4" THEN GO TO 440
4050 GO TO 4010
4060 CLS : LET fl1=2: PRINT AT 10,0;"Enter the winning numbers one at a time.""/"Enter zero (0) to start all over if you have made a mistake": GO SUB 280: GO SUB 4140
4070 FOR n=1 TO count: LET b$(x,n)=CHR$ b(n): NEXT n: IF fl1=2 THEN RETURN
4080 GO TO 4000
4090 CLS : PRINT AT 5,0;"the most winning numbers are":"/": GO SUB 4140: FOR n=1 TO number: LET c(n)=0: NEXT n: LET z=x-1: FOR l=1 TO number: PRINT AT 7,0;"checking for ";l: FOR n=1 TO z: FOR x=1 TO count: IF CODE b$(n,x)=l THEN LET c(l)=c(l)+1
4100 NEXT x: NEXT n: NEXT l: PRINT "/": LET f=0: FOR x=1 TO bet: FOR n=1 TO number-1: IF c(n)>f THEN LET f=c(n): LET z=n
4110 NEXT n: PRINT z;" = ";f;" times": LET c(z)=0: LET f=0: NEXT x: GO SUB 4130: GO TO 4000
4120 CLS : GO SUB 4140: FOR n=1 TO x-1: LET k=0: FOR l=1 TO bet: PRINT TAB k;CODE b$(n,l);: LET k=k+4: NEXT l: PRINT "/": NEXT n: GO SUB 4130: GO TO 4000

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4130 PRINT "/"/"Press key to continue": PAUSE 0: RETURN
4140 FOR x=1 TO 2496: IF b$(x,1)="" THEN GO TO 4160
4150 NEXT x
4160 FOR n=1 TO number: LET c(n)=0: NEXT n: RETURN
5000 CLS : GO SUB 8000: PRINT AT 10,0;"would you like to bend the odds?"/"/"(y/n)": PAUSE 0: IF INKEY$="y" OR INKEY$="Y" THEN LET fl1=1: GO SUB 2010
5010 CLS : PRINT AT 10,0;"If you wish to have a printout of correctly matched numbers, turn on your printer now.""/"Would you also like to have all three correctly matched numbers printed out (y/n)": PAUSE 0: IF INKEY$="y" OR INKEY$="Y" THEN LET w=3: GO TO 5030
5020 LET w=4
5030 CLS : GO SUB 590: GO SUB 1500: CLS : LET fl1=1: GO TO 270
6000 CLS : PRINT AT 10,0;"1) to ENTER PICKS"/"/"2) to VIEW PICKS"/"/"3) return to main menu": PAUSE 0: IF INKEY$="1" THEN GO TO 6040
6010 IF INKEY$="2" THEN GO TO 6070
6020 IF INKEY$="3" THEN GO TO 430
6030 GO TO 6000
6040 CLS : LET fl1=2: LET fl1=2: LET l=0
6050 PRINT AT 10,0;"Enter your numbers one at a time": LET l=l+1: GO SUB 280: LET d(l+1,1)=0: PRINT AT 21,0;"more (y/n)": PAUSE 0: IF INKEY$="y" OR INKEY$="Y" THEN GO TO 6050
6060 GO TO 6000
6070 CLS : PRINT AT 2,0: FOR x=1 TO 60: FOR n=1 TO count: PRINT d(x,n);"/": NEXT n: IF d(x+1,1)=0 THEN GO TO 6090
6080 PRINT "/": NEXT x
6090 PRINT #0;"Press key to continue": PAUSE 0: GO TO 6000
7000 CLS : PRINT AT 10,0;"Enter winning numbers": LET fl1=2: LET fl1=0: GO SUB 280: LET fl1=2: GO SUB 4140: GO SUB 4070: LET fl1=0: CLS : PRINT AT 1,0;"The winning numbers have been added to the list of winning numbers.""/"The winning numbers are":"/": FOR x=1 TO count: PRINT b(x);"/": NEXT x: PRINT "/"/"your bets are":"/": FOR f=0 TO 59 STEP 6: FOR l=1 TO bet: FOR n=1 TO count: IF d(l+f,n)=0 THEN GO TO 7020
7010 LET a(l,n)=d(l+f,n): NEXT n: GO SUB 140: NEXT l: GO SUB 4130: PRINT "/": NEXT f
7020 PRINT "/"/"That's all folks": GO SUB 4130: GO TO 430
8000 LET fl1=0: LET fl1=0: LET three=0: LET four=0: LET five=0: LET six=0: LET ps=100: LET o=0: LET k=1: LET w=0: LET z=1: LET bet=6: LET count=6: LET number=54: DIM a(6,6): DIM b(12): DIM c(54): DIM e(6): DIM g(54): RETURN

```

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9000 CLS : LOAD // "BUCKS" CODE 409
34
9010 RANDOMIZE USR 40934
9020 CLS : PRINT AT 10,0;"(S)aving or (L)oading DATA ??": PAUSE
0: IF INKEY$="S" OR INKEY$="s" THEN SAVE // "winning##" CODE 50390
14981: SAVE // "bets" CODE 49518,
720: GO TO 9020
9030 IF INKEY$="L" OR INKEY$="l" THEN LOAD // "winning##" CODE : LOAD // "bets" CODE
9040 RANDOMIZE USR 44590
9050 GO TO 9000

```

The above lines 9000 to 9050 are to be loaded as a basic program, which will function as a loader for your compiled program portion. You may add a few lines, if you so desire, to permit you to enter a title for the Data saved, right now I have left it to save the winning number data as "winning##", and the pick list as "bets". Data is saved as code, so make sure to look at the location for d\$(), and b\$() when you get the listing towards the end after the runtime routines are listed when you have compiled the program. If they are different then the ones in line 9020, make an appropriate change.

Also make sure the starting location on line 9000, and line 9010 is the same, you will be able to check this while the program is compiling. Line 9 will give you the start address, while line 570 will show the re-entry point, which is to be entered on line 9040 in the above basic portion of the program.

If you for some reason do not have a way to compile the program, and have to run it in basic, change line 1520, and line 1530 to read:

```

1520 LET g(x)=x
1530 NEXT x: LET s=1: RETURN

```

To save space I used a toolkit program to compress the lines in the program. If it should be to cumbersome for you to type in long lines, such as line 7000, into the computer, split the line, adding half lines, such as 7005. Do not change the present line sequence, since GO TO, and GO SUB routines may call such lines.

R.A.H.

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## Sinclair Vendors

In conjunction with getting ready to host the 1990 Sinclair Computer Fest, I have been contacting Sinclair vendors to see if a) they are still active vendor and b) they would be interested in attending the Milwaukee fest.

I promised them that I would print their name and address in SMUG Bytes. Since only a few have responded, to date, I will print those this month, new arrivals each month and a complete list in September.

Repair, TS1000,1500,2068, John Hamm HCR1, Box 50A, Mellette, SD 57461.

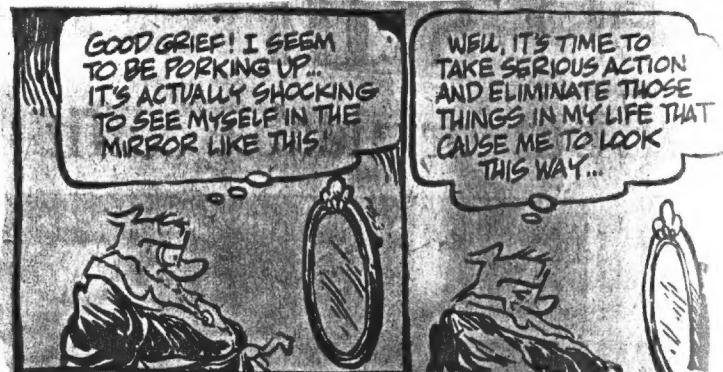
Repair, TS1000,1500,2068, Eric Johnson 249 N Harden Ave, Orange City, FL 32763

TS-2068 UP-DATE magazine, Bill Jones 1317 Stratford, Panama City FL 32404

Russell Electronics,  
RD #1, Box 539, Centre Hall, PA 16828

EMSONFT,  
P.O.Box 8763, Boston, MA 02114-8763.

This part of the list are vendors that are no longer at their current address and have no forwarding address or are no longer selling Sinclair products.



## AERCO USERS CORNER

Jack Dohany has done what AERCO promised but hasn't delivered yet. The full Spectrum emulator. If you want a copy see our librarians, Ed or Denis. This is not freeware but fairware. This means you should send Jack what you feel the program is worth. He should get something for all his efforts. Any of you not belonging to the user group can contact Jack at 390 Rutherford Ave., Redwood City, CA 94061. He has many other AERCO goodies and can use our support. It seems that AERCO users are growing smaller as the other disk drive gurus expand and improve their systems. I don't know what has happened to Jerry or Til but know one has heard anything from them in quite a while. If anybody has heard or seen them in 88 or 89 would you please let me know. Also if anyone has any new programs using AERCO let me know. I would gladly pass on the information to the others in my user

group and to the Sinclair community at large. Well I hope there are users out there making the AERCO system hum.

## MORE I CON FREEWARE

Neal received a nice little package from Sting Graphics, 1003 McLean Ave. Royal Oak, MI 48067. It consists of ICONS created for the TS2068 and for Pixel Print in particular. It consists of many mastheads and large and small icons. Also a program to load them into the TS2068 screens. Now if there only was a program to load TS2068 screens into the QL. I would like to build an Icon disk. Once I can find a good desk top publishing program for the QL. Steven L. Spalding, was the graphics person for Stan Lemke and Pixel Print. If anyone else is interested in the Icons contact Steve at the above address or phone (313) 546-1190. I am sure he would mail you a copy of the tape. Please offer him postage and the tape cost so he doesn't have to spend a lot of money.

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## PRESIDENTS MESSAGE

As you should have noticed we have a location and date for the 1990 Fest. Location is the Holiday Inn Waukesha. That is the one across the road from the cop shop on highway 18 & 194. The date is June 1 through 3, 1990. Now we need you at the meeting to determine who, what and why. We must determine prices, what seminars and how to get everything done.

-Ham & Computer Swapfest, Sunday Oct. 15, 1989 Waukesha County Expo. \$2 in advance \$3 at the door. 7am to 1pm.

-Late Fall Ham Fest, Sunday Oct. 29, 1989 Lake County Fairgrounds, Rts. 45 & 20 Grayslake, IL. 7am to ?. \$3.

Sorry about the digitizer boards not at the meeting but the vendor said they were in the mail. They must have gone to England first. We will try again this month. Call Dick before bringing anything. Remember we need you to make a good meeting.

Thats it for now. See you Sept. 6th.

## Garbage In Garbage Out Or In Otherwords The Meeting

Well there were 18 members at the meeting when we called it to order.

There was a lively discussion on the expo site and many if not all pros & cons were discussed. Two locations were available within the time frame for the expo. The Holiday Inn Waukesha was chosen and Bill was given the power to sign the contract.

Dick reported that the boards have not arrived yet. The vendor promised but failed to produce. Hope to see them at the next meeting.

Nice to see Mark Dorf again. The following are members who, according to the treasurer, are late with their dues or are due this month.

Bucholz, Esther Lorch, Duane  
Lukas, Rich Mueller, Chuck  
Nolte, Fridtjof Rocki, Joseph  
Tomasik, Steve

The newsletter will be stopped if the treasurer doesn't inform me otherwise.

## COMPUTER AND PRINTER REPAIR FACTORY AUTHORIZED SERVICE

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## For Sale

Last week I got a call from Frank Mannix, an ex subscriber, who has a lot of Timex hardware and software for sale. The following is the list:

TS1000 - complete with original box  
TS1500 - complete with original box  
TS1016 - 16k ram pack  
Winky Board II  
Alpha Com 32 printer with 5 new and 2 partial rolls  
TI99/4A

Timex software for the 1000  
Various home and game programs

Various manuals and magazines

Computers for Kids, Vu Calc & Vu File, Learning T/S Basic, ZX81 Basic, other books and Sync, T/S User and Sync Ware News.

Frank wants to sell as one package and will pay shipping if sold that way.

His address is:

Frank Mannix,  
204 N. Franklin Street,  
Toulon, IL 61483  
309-286-7409

## Letters From/For U

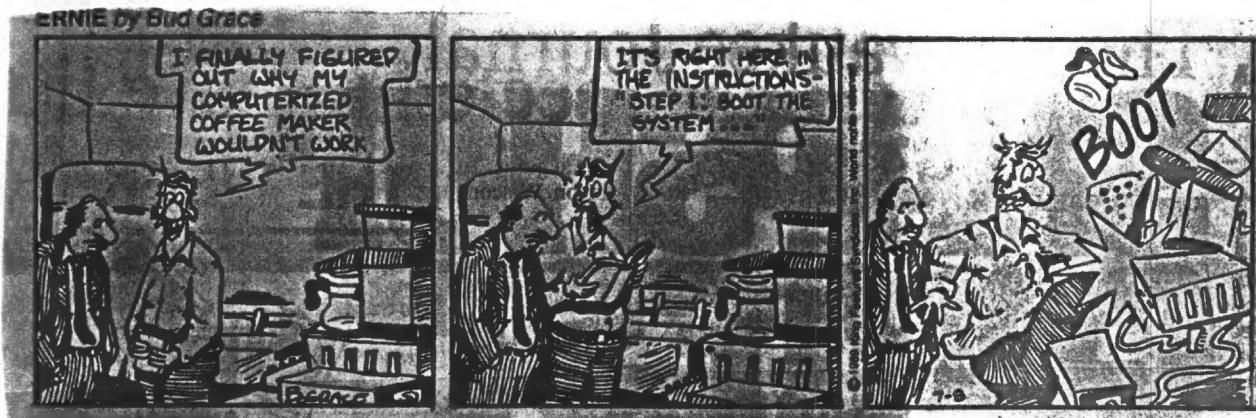
Got a nice letter from Don Lambert of the CRAGIST group in Cedar Rapids IA. He was wondering about the books L. Dreger has written. He has written 3 books on machine code. He is thinking about a fourth but so far nothing.

Don also supplied this information for you who use Larken disk system. If you want to energize any drive other than 0 with an AUTOSTART on it set the drive select to the drive that the AUTOSTART is in and then use this:

### RAND USER 100: NEW

When you press ENTER you may have to hold it down a little longer than normal. I discovered this when I noticed NEW didn't change the drive select. When I was alphabetizing the Larken commands I saw Warm Start did the same thing.

Don was wondering about the name and address for our librarians. I just want to mention if you want to contact any one in the club just write to them c/o Smug P.O. Box 101 Butler WI 53007.



# The Sinclair Milwaukee Users Group (SMUG)

We are a not-for-profit group devoted to serving the interests of those who own, use, and/or are interested in the Timex/Sinclair family of computers.

Editor and contact person is:  
Bill Heberlein (414) 527 2191.

SMUG maintains a gratis exchange of newsletters with approximately 30 Users Groups across the U.S. and Canada. Clubs not sending newsletters for more than 6 months are removed from our mailing list.

Newsletter subscription is available for only \$10 per year to non members or free with a club membership. A club membership is \$20 per year for family membership.

Advertising cost for 1/2 page running for six months is \$10. The copy may be changed each month but you must supply the copy.

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FIRST CLASS MAIL



SMUG BYTES  
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Address Correction Requested

The next meeting of SMUG will be held  
on:

Wednesday, September 6, 1989  
6pm Set Up  
6:30 Members Demo  
7:30 Business Meeting  
8:30 Bill Demo with color monitor  
10:30 Clean Up

Location:  
Equitable Savings and Loan,  
145th and Capital Drive,  
Milwaukee Wisconsin